

# Perspective Drawing



**One-Point Perspective**

# Perspective

- During the Renaissance artists became interested in making two-dimensional artwork look three-dimensional.
- Renaissance- (1450-1600): The Renaissance began in Italy and spread through Northern Europe. Art, Science, and Literature grew during this time.

# Perspective

- **Many of the earlier works artists created showed little depth.**
  - **Does this picture reflect depth? Why or why not?**
  - **How could this picture be changed to increase its' depth?**



Kaufmann Haggadah. Spain, late 14th C.

# Perspective

- Artists used mathematics and close observation to invent linear perspective.
- Linear perspective allows artists to trick the eye into seeing depth on a flat surface.



# Perspective

## Influential People during the Renaissance



Raphael, *School of Athens*,  
*One-point linear perspective*

- **Art:**
  - Michelangelo
  - Leonardo da Vinci
- **Science**
  - Galileo
- **Literature**
  - Shakespeare

# Perspective

- **Many artists have used a variety of different techniques to show depth. However it was not until the Renaissance that artists developed a system to show depth logically and consistently.**

# Perspective

## ➤ Linear Perspective:

- Based on the way the human eye sees the world.
- Objects that are closer appear larger, more distant objects appear smaller.
- To create the illusion of space the artists creates a vanishing point on the horizon line.
- Objects are drawn using orthogonal lines, which lead to the vanishing points.

# Perspective

- **Vanishing Point**

- The single point on the horizon where all the lines on the ground level seem to come together

- **Horizon Line**

- The place where the land and the sky meet.

- **Orthogonal Line**

# Perspective



- Can you locate the Horizon Line?
- How did you determine this?
- Can you find the vanishing point in this picture?

# Perspective

**The red line is the Horizon Line.**



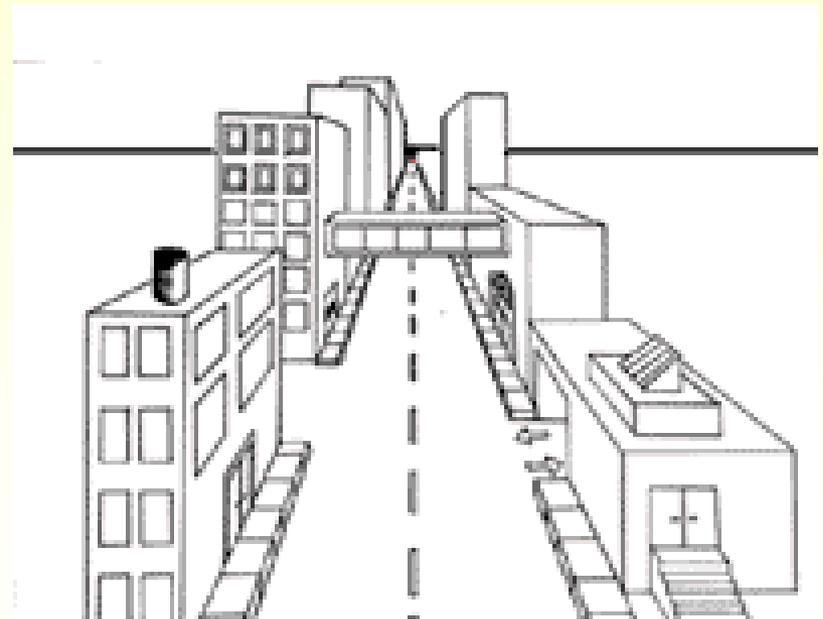
# Perspective

Can you locate the vanishing point?



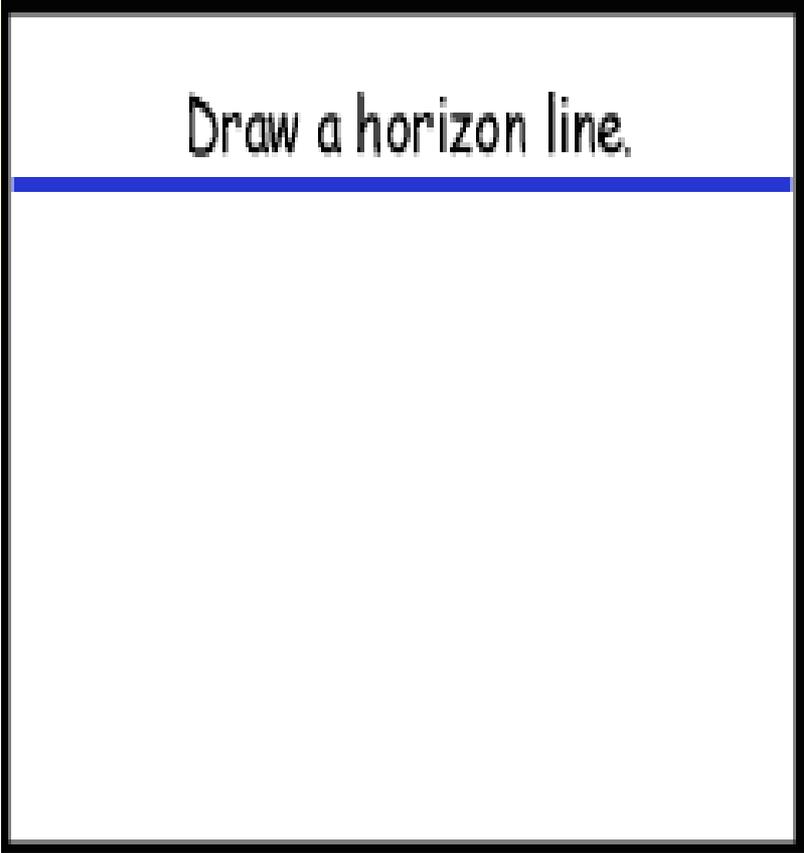
# Perspective

- Artists use one-point perspective to show objects face-on.
- Most lines are vertical, horizontal, or orthogonal drawn to a single vanishing point.



# Perspective

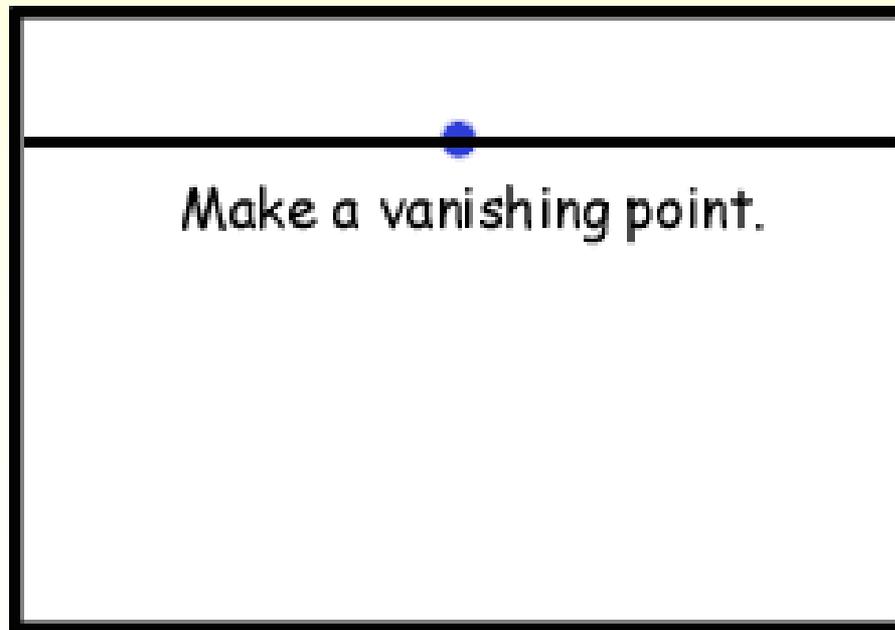
- The **Horizon Line** is **horizontal**, it goes from left to right and is parallel to the bottom edge of the picture.
  - Represents the viewer's eye level.
  - It is the place where the ground and the sky seem to meet
  - You can see the top of an object if it is below eye level, below the Horizon Line.
  - If an object is above eye level, above the Horizon Line, you can not see it's top.



Draw a horizon line.

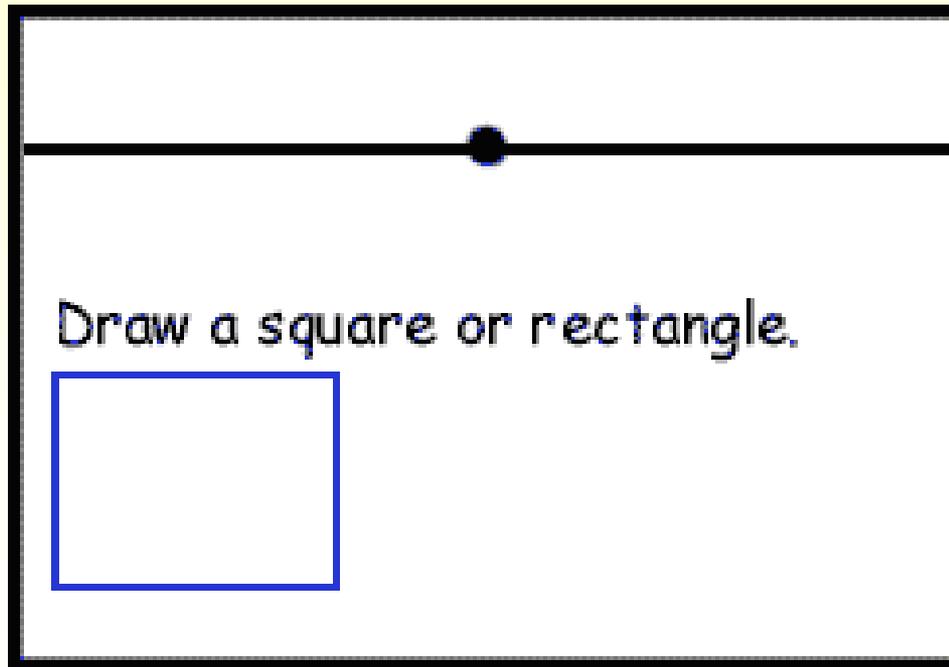
# Perspective

Place a dot in the middle of the Horizon Line. This is your vanishing point. In one-point perspective the Vanishing Point, represented is always on the Horizon Line. As things get closer to the Vanishing Point they get smaller and smaller until they appear to vanish.



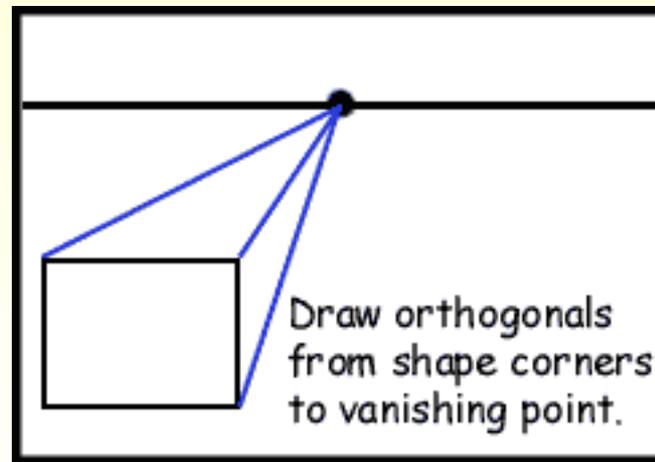
# Perspective

**Draw a square or rectangle In your picture plane.**



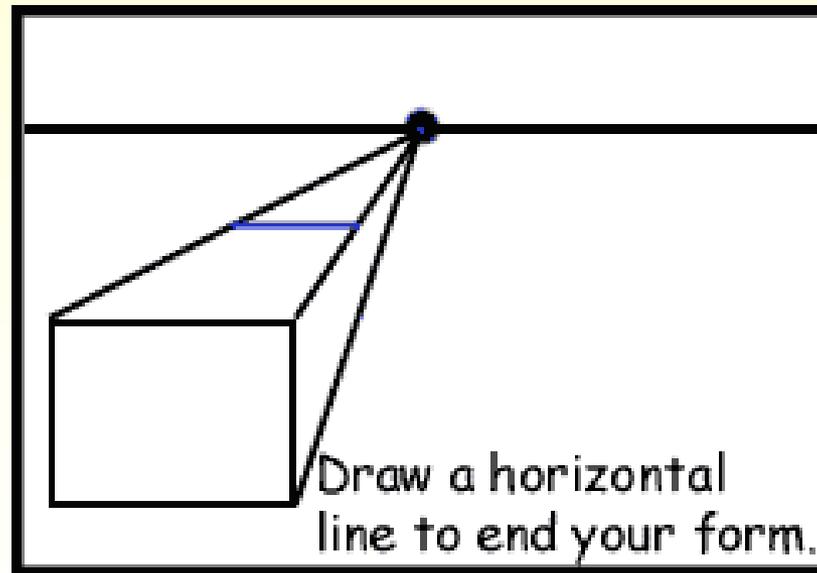
# Perspective

**Now connect three corners of your rectangle or square to the vanishing point. These are orthogonals.**



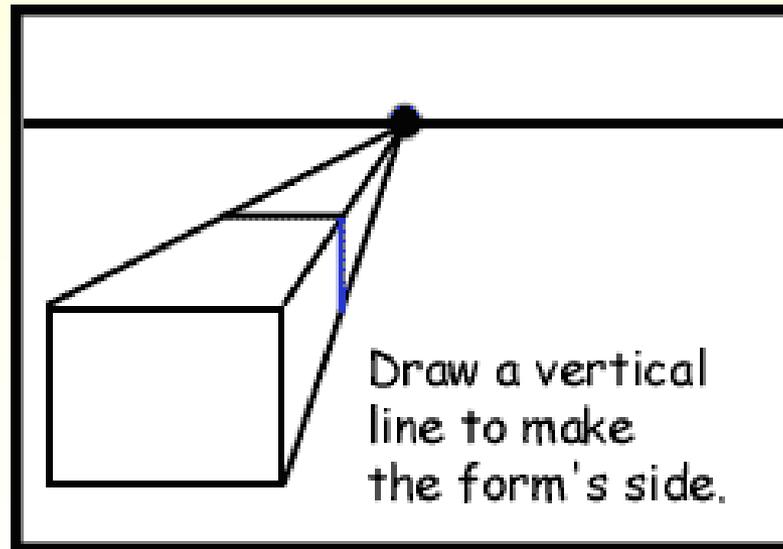
# Perspective

**Draw a horizontal line between the two orthogonals where you want your forms to end.**



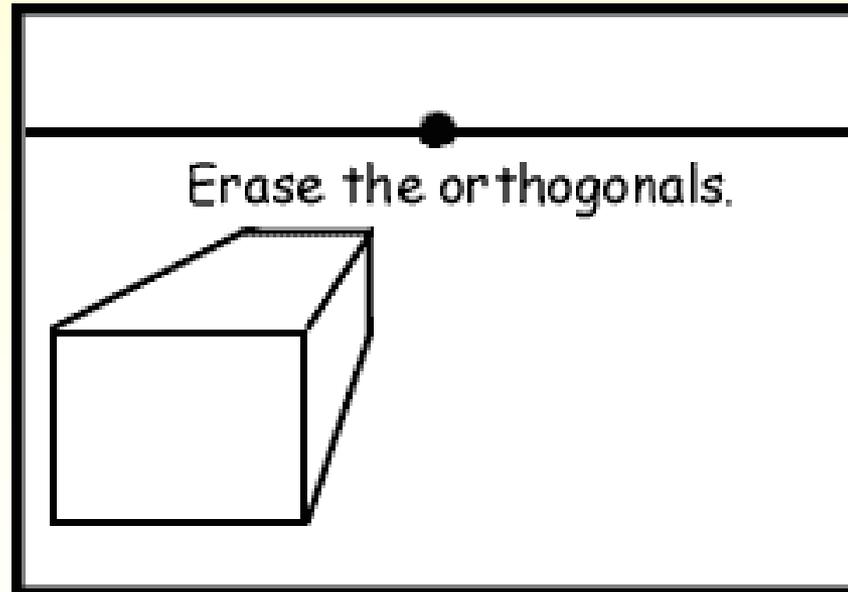
# Perspective

**Vertical lines** go from the top of the page to bottom of the page and are perpendicular to the bottom edge of the picture. Along with orthogonal and horizontal lines they make up a one-point perspective drawing.



# Perspective

**Erase the orthogonals to complete your form. You now have a 3-D form in one-point perspective.**



# Perspective

